



KOMMANDO

No Escape

Each time an enemy unit (excluding Monsters and Vehicles) within Engagement Range of one or more units from your army with this ability Falls Back, all models in that enemy unit must take Desperate Escape test. When doing so, if that enemy unit is Battle-shocked, subtract 1 from each of those tests.

2

BEWEGUNG

BESCHUSS

Blast Pistol

6" 1 3+ 8 -4 D3

VERWUNDET 2+ T1-4 3+ T5-7 4+ T8 5+ T9-15 6+ T16+

Splinter Pistol

12" 1 3+ 2 0 1

VERWUNDET 2+ T1 4+ T2 5+ T3 6+ T4+

ANGRIFF

Acrobatic Gladiators (Pain)

At the start of your Charge phase, you can spend 1 Pain token to Empower this unit. While Empowered, this unit is eligible to declare a charge in a turn in which it Advanced or Fell Back.

NAHKAMPF

Gladiatorial weapons

Melee 5 3+ 4 -2 1

VERWUNDET 2+ T1-2 3+ T3 4+ T4 5+ T5-7 6+ T8+

Hekatarri Blade

Melee 4 3+ 3 -1 1

VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Power weapon

Melee 5 3+ 3 -2 1

VERWUNDET 2+ T1 3+ T2 4+ T3 5+ T4-5 6+ T6+

Invulnerable Save (4+)

Models in this unit have a 4+ invulnerable save against melee attacks.

VERTEIDIGUNG

WYCHES / FERNKAMPF

GEGEN DIESE EINHEIT					
W3 - RW 6+ - 4+* / 6+* - 1 LP je Modell					
WIRD VERWUNDET MIT	2+ S4-5	3+ S5+	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS	DS 0 DS -1	DS -2	DS -3	DS -4	DS -

REGELN & KEYWORDS KURZ

Power from Pain All Drukhar units have a Pain ability, tagged with the word 'Pain'.

ANTI This ability always takes the form [ANTI-X-Y-Z].

ASSAULT Units containing one or more models with an [ASSAULT] weapon can shoot using assault shooting (10.05).

PISTOL [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

9x Wych oder Wych w/ Gladiatorial weapons

1x Hekatrix

Ausrüstung: Blast Pistol, Splinter Pistol, Gladiatorial weapons, Hekatarri Blade, Power weapon

Each Hekatrix can replace its Splinter Pistol with Blast Pistol.

Each Hekatrix can replace its Hekatarri Blade with Power weapon.